L.A. Land Monopoly™

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LICENSOR: CONTINENTAL SOFTWARE

A Product of

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K RAM
Applesoft • One Disk Drive

PACKAGE CONTENTS

L.A. Land Monopoly Diskette
Instruction Booklet
Warranty Card

OVERVIEW

The object of L.A. Land Monopoly is to become the richest player in the game in terms of total assets — cash, property, and buildings — and to drive all of your opponents into bankruptcy. This can be accomplished by buying, selling, renting and trading properties in the most profitable way.

The computer acts as banker. The bank pays salaries and bonuses, sells and auctions properties, loans money on mortgages and sells houses and hotels to the players. The bank also collects all taxes, fines, loans and interest.

Softsmith™

OVERVIEW

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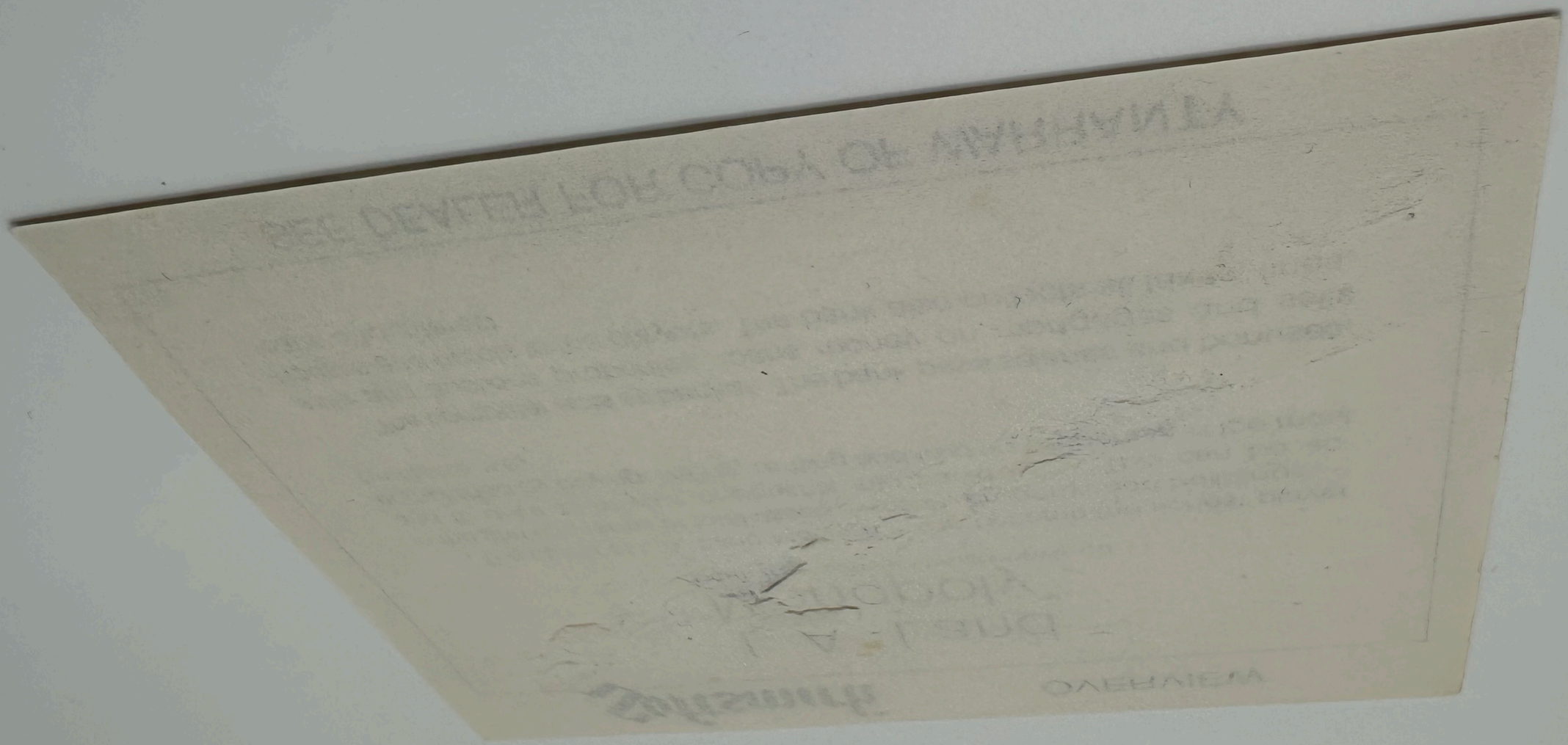

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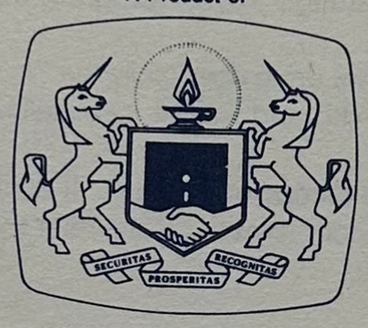

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PROPERTY DESIRABILITY INDEX

	1 House	2 Houses	3 Houses	4 Houses	1 Hotel
Dr. Red	.328	.676	1.547	2.220	2.720
Blue	.546	1.158	2.799	3.487	4.078
Lavender	.713	1.308	2.958	3.367	3.505
Pink	.842	1.758	3.833	4.299	4.627
Orange	.804	1.647	3.432	3.494	3.537
Yellow	.805	1.777	3.375	3.390	3.399
Green	.782	1.683	2.988	2.974	2.926
Violet	.884	1.930	3.494	3.529	3.476

The property desirability index shows a combination of the probability of landing on the properties of each color group coupled with the percentage of return on investment. It enables one to compare the value of developing particular color groups and to what level each group will return the maximum profit on investment.

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Unimproved Properties

Unimproved properties can be mortgaged through the Bank at any time. The Bank will pay one half of the listed price in cash. No rent can be collected on mortgaged properties, but rent can be collected on unmortgaged properties in the same group. Before an improved property can be mortgaged, all the buildings on all the properties of the same color group must be sold back to the Bank at half price.

To lift the mortgage on a property, the owner must pay the Bank the amount of the mortgage plus 10 percent. When all properties of a color group are no longer mortgaged, the owner may begin buying back houses at the full price.

Selling Mortgaged Properties to Another Player

The player who mortgages a property retains possession of the property. No other player can gain possession by lifting the mortgage directly from the Bank without first buying it from the owner. The buyer pays an agreed price to the owner, and then the owner pays off the mortgage plus 10 percent. The computer will take care of these transactions automatically.

BANKRUPTCY

Bankruptcy occurs when a player is no longer able to pay another player or the Bank. Before declaring bankruptcy and exiting the game, a player must sell all of his/her property and buildings. The buildings are sold to the Bank at half price. If the debt is to another player, this money is then turned over to that player. Then the bankrupt player must sell all of the property to the creditor. If the player owes the Bank more in taxes or fines than he/she can pay, all of the property reverts to the Bank. Any player landing on these properties later in the game may buy them from the Bank at the listed price.

III. Interaction with the Computer

The computer acts as banker throughout the game. It also takes care of the mechanics of throwing the dice, advancing the tokens the required number of spaces around the board, and keeping track of all transactions between the players.

Press <Y> for "yes" or <N> for "no" to answer the computer's questions, unless otherwise indicated. (The computer will read any letter key other than <Y> as <N>.) Occasionally it will be necessary to press <RETURN> after completing your response.

SETTING UP THE GAME

After you have "booted" the disk, the computer will ask a series of questions to help you arrange your game. You may continue playing a previous game saved on the disk, begin a new game, or create your own by changing the place names and chance cards. You will also be asked about using common playing options that depart from the official rules.

The computer will ask the players for their names. These can be no longer than ten characters. The computer will keep track of each player's turn in the order in which the names were entered.

THE <ESC> KEY

The computer will switch to a display showing the entire status of the game when the <ESC> key is pressed in response to the question ***ANY TRANSACTIONS?*** This display gives the status of all properties, whether they are mortgaged, unowned or have buildings erected on them. It also gives a summary of each player's cash holdings, the amount of money in the *PARKING* pot, and the number of houses and hotels available for purchase from the bank. The computer will show who owns a property by printing the player's number.

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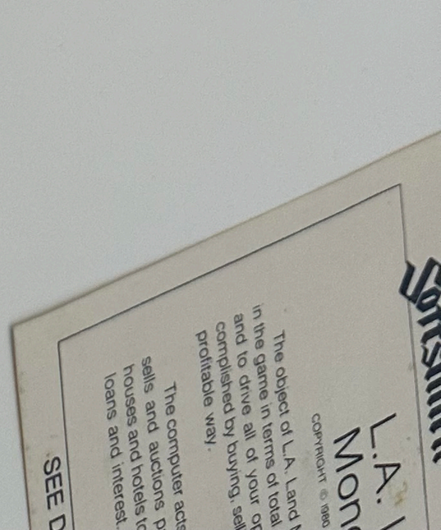
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